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THE RINGS  
OF THE  
EMPIRE

DISK

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# Artworx

Artworx Software Company  
150 North Main Street • Fairport, New York 14450

# THE RINGS OF THE EMPIRE

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## THE RINGS OF THE EMPIRE

written by Dennis Zander  
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### INTRODUCTION:

The Empire has developed a series of robot-controlled battle stations. These weapons of destruction are called the RINGS because each station is protected by one or more rings of energy. The stations have been strategically placed throughout the galaxy to monitor and destroy all unauthorized movement. If they are not destroyed soon, they will effectively put an end to the Rebellion.

You will attack the stations in your Y-wing fighter which is armed with ZYDON TORPEDOES. Your first mission is against the prototype station, PRYTOS RING, in quadrant 1X. If you succeed, you will automatically be transported to the 2X quadrant to attack the newer BYCROTE RINGS station. This station is protected by two concentric counter-rotating rings. After that comes the powerful TRYCROTE RINGS station in quadrant 4X, which is protected by three concentric counter-rotating rings. The ultimate test will be the MYNOS RINGS stations in quadrants 8X and beyond. They are equipped not only with rings, but also with LASER MINES which, if they do not hit you, leave a deadly bundle of energy in space that will destroy you if touched.

All of the stations are equipped with the energy-stealing NEGI LASERS which drain energy from your ship until enough hits leave you a useless hulk drifting in the void of space. The rings of the stations were constructed in such a manner that when a ring segment is blown out, its energy is formed into a SEGFIREF MISSILE which tries to destroy the source of the disruption.

Your primary defense against the NEGI LASERS is to keep moving since the droids controlling the lasers are somewhat slow. The SEGFIREF MISSILES are a different story, you can dodge them or you can try to destroy them with one of your ZYDON TORPEDOES. Since the torpedoes are of a different energy phase, this does not always work. Once the SEGFIREF MISSILES build up enough energy, usually after 6-10 ring segments are blown out, they will be able to pursue you. You best hope then becomes the WARP WINDOWS at both sides of the quadrant. The Force is only powerful enough to sustain these windows for four passes from one side of the quadrant to the other, so use them wisely! Good luck and MAY THE FORCE BE WITH YOU!!!

### OPERATION:

Use your joystick in slot 1 for one player and in slots 1 and 2 for two players. The joysticks are used to move your Y-wing fighter around the screen. When you press the red trigger button on the joystick, you will fire a torpedo in the direction in which your ship is facing. When the program is loaded, it automatically goes into an autorun mode and plays against itself. You can take control at any time by moving the ship

with the joystick or by pressing the START or SELECT keys to begin a new game. Your energy supply is indicated by the column to the left of the screen. As you deplete your energy supply, the column will get lower and lower. Your ship is refueled each time that you are transported to a new quadrant.

#### OPTIONS:

The game may be played by two players with the second joystick in slot 2. Separate scores are kept with the players alternating turns. The individual scores, high score and the player up next, will be shown before a new quadrant is entered. You may push the SELECT key during a game in order to change the number of players, or the START key to restart a game. However, if something is blowing up on the screen, you may have to hold the key down for a second or two.

#### SCORING:

You start each quadrant with 500 energy units (points) and will get credit for the amount of units left after destroying a station.

You lose points from:

HIT BY NEGI LASER	-50
ZYDON TORPEDO FIRED	-10

You gain points by:

RING SEGMENT DESTROYED	20
BATTLE STATION DESTROYED	100

There is a bonus for a "quick kill":

$$\text{BONUS} = 100 / (\text{SEGMENTS DESTROYED})$$

The score for a quadrant is multiplied by the quadrant value (1X, 2X, 4X, 8X etc.) and is added to your total score.

LOADING INSTRUCTIONS:

DISKETTE:

- o Turn off computer - insert BASIC cartridge.
- o Insert diskette into drive - turn on computer.

CASSETTE:

- o Turn off computer - insert BASIC cartridge.
- o Insert cassette into cassette player - rewind fully.
- o Press 'PLAY' on cassette player.
- o Hold down 'START' key on computer.
- o Turn on computer.
- o Press the 'RETURN' key after you hear the tone.
- o Allow the tape to continue loading after the 'intro'.
- o If you have a disk drive, be sure to DISCONNECT the drive before loading the cassette.
- o If program will not load, try other side of cassette.

Artworx will replace any defective cassette or diskette free of charge within 90 days from date of purchase. If you damage your cassette or diskette any time after the warranty period, send it plus \$5.00 to Artworx for replacement.

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## DISKETTE

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**DISKETTE**

